

Mr. WIMPY

STATUS AND SCORING

On screen scoring shows current score, Hi-score, lives left and number of peppers. Points are scored for the delivery of ingredients and completing of Burgers as shown on screen.

CONTROLS

Mr. Wimpy is guided around the playfield by any Commodore compatible joystick, the fire control being used for pepper. The joystick interfaces through port 2 on the machine.

Keyboard controls are:-

Q - UP

A - DOWN

> - RIGHT

< - LEFT

CTRL/P - PEPPER

Mr. Wimpy is one of many exciting games from Ocean Software. Please ask your local dealer for other titles in our range.

If you've written a good program why not contact us, without obligation, to discuss marketing it for you. Write to

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Produced by Jon Woods

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COMMODORE 64

JOYSTICK COMPATIBLE



MR. WIMPY

COMMODORE 64

MR WIMPY

The zaniest, craziest burger battle! Fight Waldo and the rebel ingredients to make your delicious Wimpy burger. 100% machine code and hi-resolution multi-colour graphics produce the best from your Commodore 64. Made in the UK.

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Mr. WIMPY

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of O.S.L. All rights reserved. The object of the game is to make the best Burgers in town by guiding Mr. Wimpy around the playfield. The program runs on any Commodore 64.

LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading has taken place follow screen instructions.

PLAYING

Mr. Wimpy's task is to make his delicious Burgers and you must guide him around the screen to achieve this. First assemble the ingredients avoiding the moving manholes and Waldo the burger-thief. Now make the Wimpy Burgers avoiding the kitchen rebels. If you are trapped by the rebels you can pepper them into oblivion but only three times, unless you pick up the bonus gems, the ice cream or the cup of coffee, which give you more chances to shoot.